Munster Chess Union – League Rules 2012-2013

Formulated – September 1985, & Amended June 1988, November 1889, November 1990, May 1992, June 1993, August 1994, August 2002, September 2010, January 2011, September 2012, September 2013.

1. The **latest FIDE Laws of Chess** apply except where specifically amended hereunder.

2. All players must be **current ICU members** before being eligible to play in the MCU League.

3. Clubs must pay all necessary fees before the completion of the third round. Failure to do so may result in disqualification from the league.

4. **All team matches will be played over 5 boards**, and
Division 1 to comprise of 8 teams, all play all twice as per the published schedule.
Division 2 to comprise of 6 teams, all play all once as per the published schedule.
Division 3 to comprise of the balance of the teams, all play all once as per the published schedule.

An additional weekend, to the leagues, to be hosted, on a self-financing basis, to enable qualifying for the NCC/ECC league from Munster Division 1 teams with a minimum of 3 rounds and sufficient number of teams taking part.

5. **Promotion & Relegation**
One team (No. 8) to be relegated from Division 1. One team (No. 1) to be promoted to Division 1. One team (No. 5) to be relegated to Division 3. One team (No. 1) to be promoted to Division 2.

6. **Guest Player(s)**
Any player who is living in Munster or Connaught may play in the MCU Leagues. This rule to be review if Connaught start their own FIDE rated League.

Each team may play only one Guest Player per match.

7. **Team Selection**
For the purposes of team selection, there is a 200 rating points tolerance, that is to say that a player may NOT play on a higher board than a team-mate if his September rating is more than 200 points below his team-mate's rating. Unrated players or players left out of the rating list in error may be given a provisional/estimated rating by the League Controller for the League use only.

8. Teams must be declared simultaneously in writing before the match by the team captains.

9. Each team must supply 3 digital clocks (capable of using the Fisher Incremental System), sets and boards for each of their matches.

10. Rate of play of all games will be 90 mins per player for all moves plus 30 seconds increment per player from move 1.

11. **Tie-Breaks**
If two or more teams tie for a promotion or relegation place, a tie-break system will be used.
The order of the tie-breaks shall be:

a. Results of the team's individual match(es) between the teams.
b. Board point count, i.e. 5 points for a win on board 1, 4 for a win on board 2, etc.
c. All walkovers to be discounted (They count as won games for a and b above).
d. Elimination of the bottom board and start from the top again.

12. Matches to be played on the appointed date and at the appointed venue as per the schedule published by the League Controller.

13. No postponements of matches will be allowed without the express permission of the League Controller.

14. No postponement(s) of individual games will be allowed. The penalty for breaching this rule will be the forfeiture of the game by both parties.

15. Division 1 will be submitted for Irish Ratings and FIDE ratings if possible; all other Divisions will be submitted for Irish Ratings.

16. All team captains will report results of matches within 48 hours of the completion of the match – please use mcuresults@gmail.com to report the results.

17. A 5-0 score shall be awarded against any team that fails to appear for a match. Notice of such a claim should be given to the League Controller within 3 days of the match using the e-mail account mcuresults@gmail.com

18. Should a team withdraw from the League, their score shall stand if half or more of their total number of matches have been played and they will forfeit all their un-played matches 5-0. If they have completed less than half their matches at the time of withdrawal, then all their scores shall be cancelled but the games played will be rated.

19. The League Controller is to supply all teams with a copy of the latest MCU Rules. The ICU published September list will be official list for all players for the duration of the League.

20. No player may be a member of two teams. Where a club has more than one team in the chess league, the names of the five players comprising each team to be submitted to the League Controller before commencement of round 1 to the above e-mail account. If this is not done, the team sheets from round 1 will be taken to identify the teams. There is no limit of the number of players who may play for a team during a season as long as it stays within Rule 6 above.

21. Where a club has two or more teams competing in the League, players are not allowed to substitute downwards. Members of lower teams are allowed to substitute up twice to each team above them. They may not substitute up more than twice. A player who substitutes up more than two times to a team above him will be deemed to have lost the board he played and any boards below him will also be adjudged as walkovers for the opposing team. The substitution rules apply **equally** whether the teams involved be in the same division or two different divisions.

22. For the purposes of the substitution rules, first, second, third and subsequent teams will be identified by the average rating of the players on those teams. Where a club uses a pool of floating substitutes from time to time to fill in for absent team members, the substitution rules outlined above still apply. In particular, such floating substitutes should be aware that, having once played for a lower team, they may play for a higher team only twice. They may not play for a lower team than the team they first play for.

23. **Transfers**

Once a player plays a match with a club, he may not play for another club in the MCU League in that season.

24. **Walkovers**

All walkovers must be given from the bottom board up. This rule is to be read in conjunction with rule 7.